

WARLORD



Painter: Sjaefel & M

Jomsviking Warlord

Free

Armour: 5 (6 v Shooting) Melee Dice: 5
 Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 3
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.

5*

*6 v Shooting

5

WARLORD (AXE)



Painter: Sjaefel & M

Jomsviking Warlord

Free

Armour: 4 (6 v Shooting) Melee Dice: 5
 Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 3
Dane Axe: Melee attack rolls gain +1.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.

4*

*6 v Shooting **Melee rolls +1

5**

WAR BANNER



Painter: Carlos Costen

Jomsviking War Banner

Free

Banner: During deployment, any standard faction unit (not "For-Hire") of at least six Heathguards or ten Warriors may upgrade one model to a War Banner. The Banner unit may activate to "Rally," which may be resolved any time in the turn, any number of times, and removes a fatigue. But after a "Rally" the unit may not activate that turn for Movement or Shooting. Also, any Banner unit not activated that turn may remove a Fatigue for free. The Banner model does not generate any attack dice, and if the only model left in the unit it is removed and counts as killed.

5**

JOMSVIKINGS



Painter: Sjaefel & M

Jomsviking Hearthguard

4 models per 1 pt

Armour: 5 Melee Dice: 2 ea.
 Move: M (6") Fatigue Limit: 4 Saga Dice: 1 VP: 1 ea.
The brotherhood was made of veteran fighters, the Jomsvikings, whose bravery and fighting skills were unrivaled. They swore to never retreat unless largely outnumbered.

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JOMSVIKINGS (AXES)



Painter: Sjaefel & M

Jomsviking Hearthguard

4 models per 1 pt

Armour: 4 (5 v Shooting) Melee Dice: 2 ea.
 Move: M (6") Fatigue Limit: 4 Saga Dice: 1 VP: 1 ea.
Dane Axe: Melee attack rolls gain +1.
The brotherhood was made of veteran fighters, the Jomsvikings, whose bravery and fighting skills were unrivaled. They swore to never retreat unless largely outnumbered.

4*

*5 v Shooting **Melee rolls +1

2**

DRENG



Painter: Sjaefel & M

Jomsviking Warriors

8 models per 1 pt

Armour: 4 Melee Dice: 1 ea.
 Move: M (6") Fatigue Limit: 3 Saga Dice: 1 VP: 1/2 ea.
Younger recruits were less experienced than their elders, though they could match most soldiers from other nations. These Dreng (young lads) are the Warriors of your warband.

4

1

DRENG (AXES)

Jomsviking Warriors

8 models per 1 pt

Armour: 3 (4 v Shooting) Melee Dice: 1 ea.
Move: M (6") Fatigue Limit: 3 Saga Dice: 1 VP: ½ ea.
Dane Axe: Melee attack rolls gain +1.

Younger recruits were less experienced than their elders, though they could match most soldiers from other nations. These Dreng (young lads) are the Warriors of your warband.

3*

*4 v Shooting **Melee rolls +1

1**

Painter: Andrew Chesney

SIGVALDI, LORD OF JOMSBORG

Jomsviking Hero

1 pt

Armour: 5 (6 v Shooting) Melee Dice: 5
Move: M (6") Fatigue Limit: 4 Saga Dice: 3 VP: 7
Warlord: See Warlord card *Determination, We Obey, Side by Side*, and *Resilience*. Sigvaldi replaces free Warlord.
Hero of the Age: Not subject to Warlord's *Pride*.
Only the Best: May only include Heathguards in warband.
Wanderer: Starts with *WRATH* at one instead of zero.
Spoils of War: All Heathguards have armour 6 v Shooting.

Sigvaldi, most renowned of the Jomsvikings, was said to be more cunning than brave.

5*

*6 v Shooting

5

Painter: Stefan Dill

SIGVALDI, LORD OF JOMSBORG (AXE)

Jomsviking Hero

1 pt

Armour: 4 (6 v Shooting) Melee Dice: 5
Move: M (6") Fatigue Limit: 4 Saga Dice: 3 VP: 7
Warlord: See Warlord card *Determination, We Obey, Side by Side*, and *Resilience*. Sigvaldi replaces free Warlord.
Dane Axe: Melee attack rolls gain +1.
Hero of the Age: Not subject to Warlord's *Pride*.
Only the Best: May only include Heathguards in warband.
Wanderer: Starts with *WRATH* at one instead of zero.
Spoils of War: All Heathguards have armour 6 v Shooting.

Sigvaldi, most renowned of the Jomsvikings.

4*

*6 v Shooting **Melee rolls +1

5**

Painter: Andrew Chesney

VAGN, FEARLESS BROTHER

Jomsviking Hero

1 pt

Armour: 5 (6 v Shooting) Melee Dice: 4 + *WRAITH*
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 7
Warlord: See Warlord card *Determination, Side by Side*, and *Pride*. Vagn replaces free Warlord.
Pride of Jomsvikings: Cancel *WRAITH* hits each phase. Generates 4 + *WRAITH* Melee dice. No Swords for Hire.
Leads by Example: Any friendly unit within M (6") gains *WRAITH* attack dice. Does not benefit from *We Obey*.
Jomsviking Code: Units may not rest unless exhausted.

Vagn fought more than commanded.

5*

*6 v Shooting **WRAITH

4**

Painter: Stefan Dill

VAGN, FEARLESS BROTHER (AXE)

Jomsviking Hero

1 pt

Armour: 4 (6 v Shooting) Melee Dice: 4 + *WRAITH*
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 7
Dane Axe: Melee attack rolls gain +1.
Pride of Jomsvikings: Cancel *WRAITH* hits each phase. Generates 4 + *WRAITH* Melee dice. No Swords for Hire.
Leads by Example: Any friendly unit within M (6") gains *WRAITH* attack dice. Does not benefit from *We Obey*.
Jomsviking Code: Units may not rest unless exhausted.
Warlord: See Warlord card *Determination, Side by Side*, and *Pride*. Vagn replaces free Warlord.

4*

*6 v Shooting **WRAITH & Melee rolls +1

4**

Painter: Stefan Dill